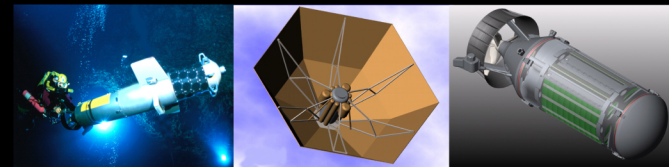
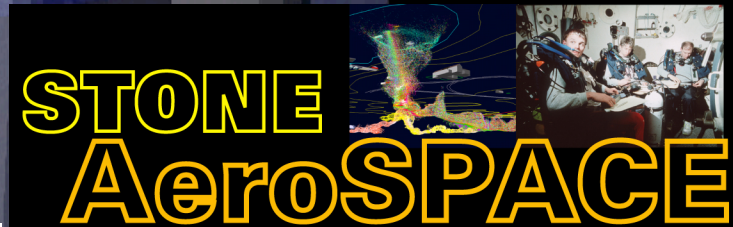
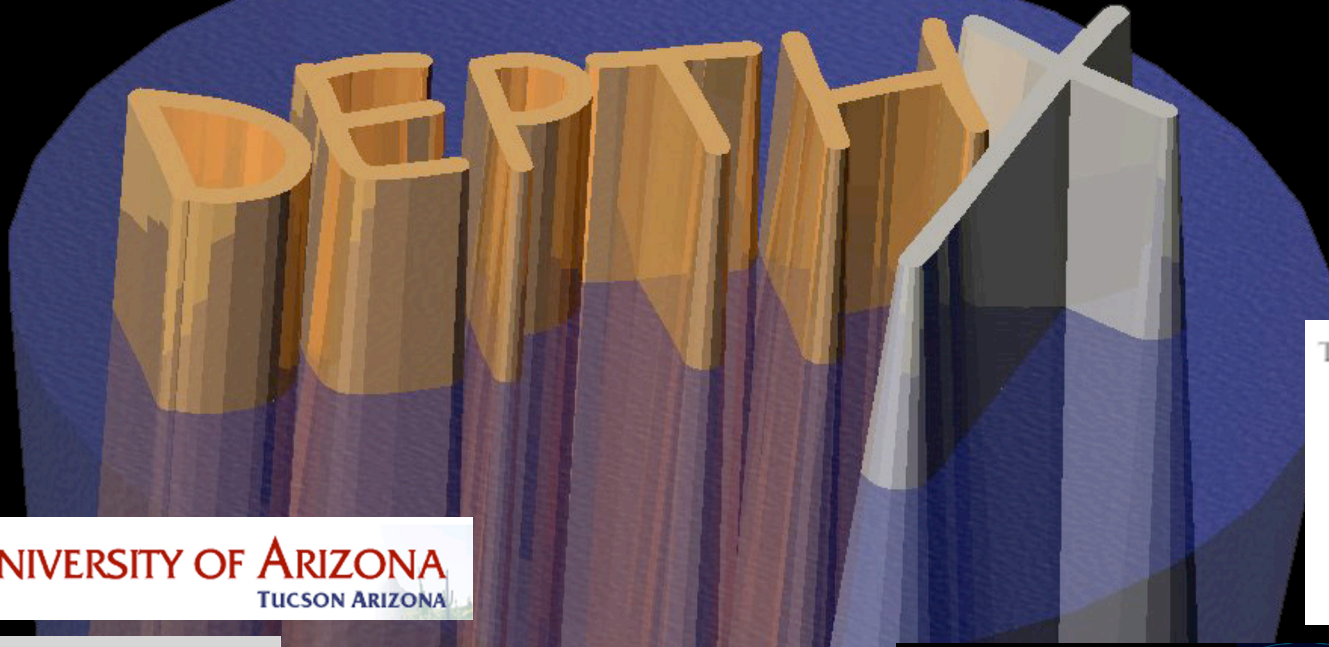


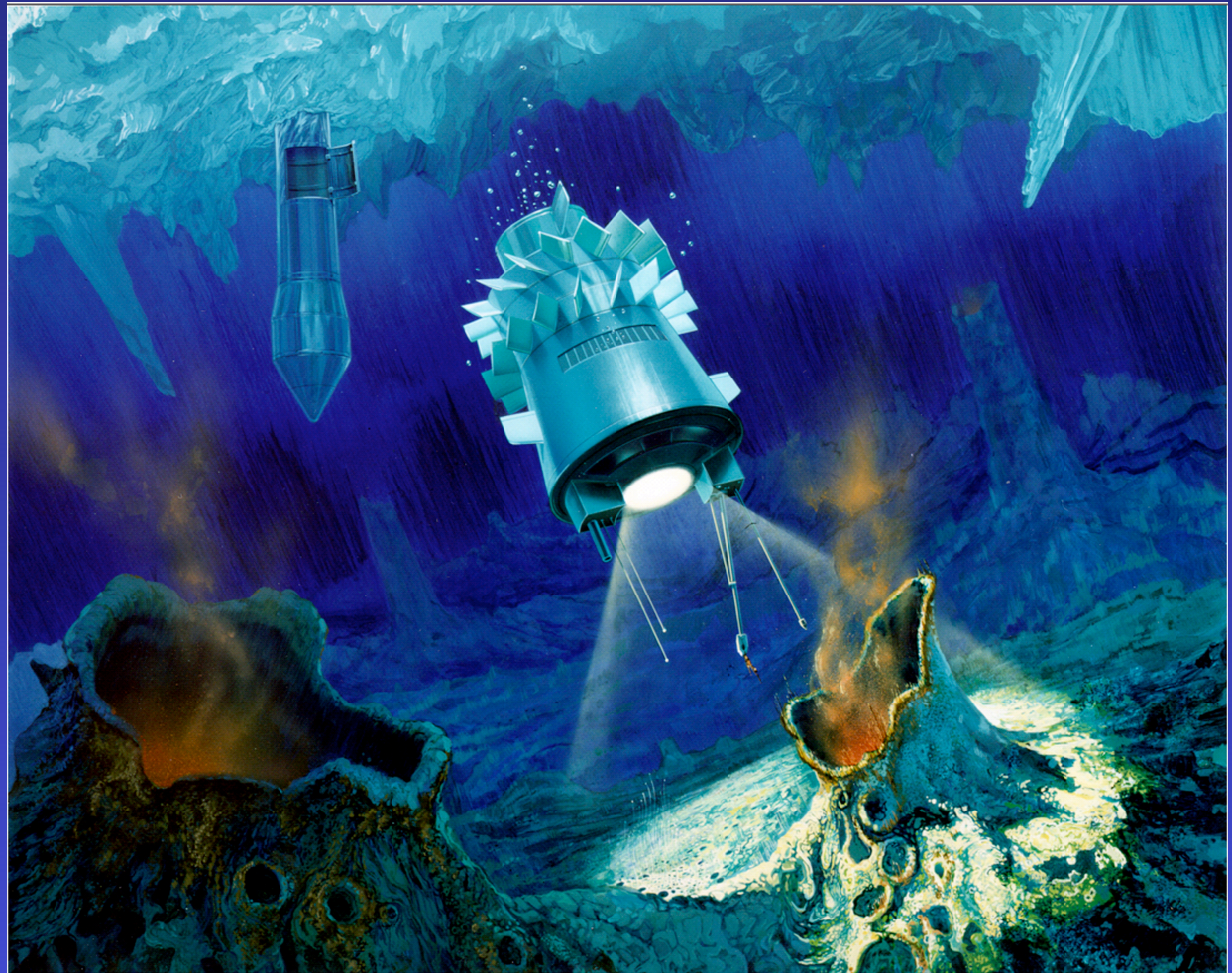
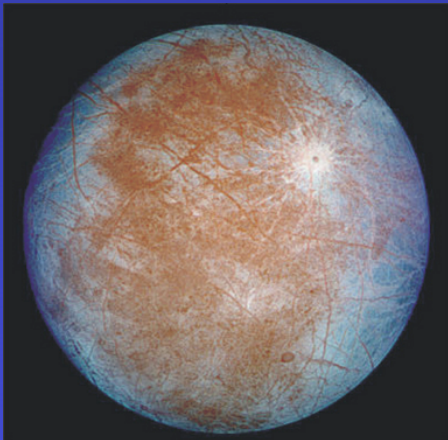
Deep Phreatic Thermal Explorer:

Robotic Exploration and Biologic Sampling in 3D Unexplored Environments



Path to mission Overview

- Zacatón (DEPTHX)
- Lake Vostok
- Europa



DEPTHX's ASTEP Goals

- Astrobiology Science Goal: Develop an advanced methodology and protocol for the discrimination of life in a sub-aqueous environment.
- Planetary Exploration Goal: Develop the DEep Phreatic THERmal eXplorer (DEPTHX) vehicle, an autonomous maneuvering platform that acts upon the information sensed and processed by the hierarchical decision-to-collect microbiological subsystem and “drives” the sensor suite to areas of potential interest.

Relevance to ASTEP

DEPTHX directly addresses the ASTEP Program's need for technology maturation, science data collection, and operations analysis in the areas of:

- Self-contained mobile science systems and platforms
- Instrument suites for *in situ* identification and analysis of biomarkers
- Integration of science instrument suites with mobile platforms
- Autonomous instrument deployment and placement
- Autonomous recognition of unexpected science phenomena
- Characterization of life-supporting environments

DEPTHX Overview

- Fully Autonomous (AUV)
- Bio-sampling Subsystem
- DEPTHX Vehicle Heritage
- 3D Real-time Subterranean Imaging
- SLAM navigation
- Mission Executive

Microbiology Decision-to-Sample Hierarchy

STAGE	GOAL	APPROACH	SENSORS	HARDWARE /ALGORITHMS
World Exploration	Map the extent of uncharacterized world	Build up 3D spatial map of world boundary	Sonar mapper, pressure (depth), inertial guidance, RLG, Doppler sonar	3-D SLAM, Physical Platform, maneuvering thrusters
World Characterization	Measure significant parameters that are indicators of likely places for concentrated search	Volume-controlled raster sweep spatial mapping of chemical and environmental parameters and construction of onboard lookup tables.	Coarse-scale microprobe suite including, but not limited to: sulphur (sulphate/ sulphide); pH; temperature, organic carbon, dissolved oxygen, flow, dissolved hydrogen.	data analysis

Microbiology Decision-to-Sample Hierarchy

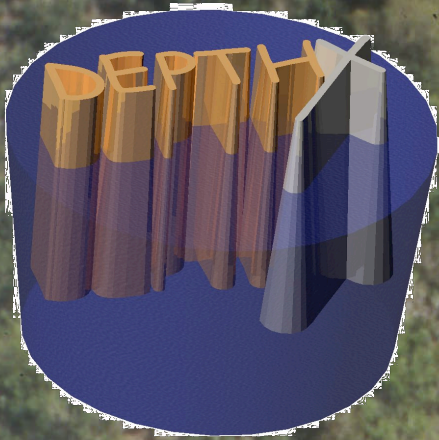
STAGE	GOAL	APPROACH	SENSOR S	HARDWARE /ALGORITHMS
High Level Region Discrimination	Identify likely regions of interest	Data mine chemical and environmental data in the context of the 3D world model.	none	Onboard parallel processing to prioritize 3D volume zones for further analysis and data collection
Localized Site Characterization	Refine knowledge of "interesting" region candidates	Use high resolution instruments to further prioritize localized likely site. Intelligent, adaptive analyses of the environment, e.g. move platform along gradients.	High res cameras and multi-spectral lighting (RGB, UV), ultrasound, fine-scale microprobe suite, wall and/or floor compliance.	Implement fuzzy rules of what's "interesting" (adaptive as we learn more about what is "interesting" for the local region), image processing, robot arm. Binary go/no-go decision for further investigation.

Microbiology Decision-to-Sample Hierarchy

STAGE	GOAL	APPROACH	SENSORS	HARDWARE /ALGORITHMS
In-situ Analysis	Detect life forms in candidate samples	Position and maintain platform on site. Acquire candidate sample. Test for presence of cells using imaging, fluorescent probes, and wet chemistry.	High resolution imaging (200×) with multispectral light; ATP sensor with luciferin/luciferase assay; molecular probes for flagella, lipids, storage compounds (PHB), and exo-polysacharides; flow-through imaging (fluorescence segmentation).	Fine-scale robot arm; sampling probe, flow pump; machine vision hardware and software; sample- collect decision algorithm
Collection	Collect and Return samples aseptically	Capture from the fluid column, the wall surface, underlying matrix (rock), and/or floor sediment.	Contact sensors; force sensors; flow sensors; "full" sensors.	Robot arm; coring tool; 1 ml × 10 sample carosel; 15 ml × 10 sample carosel.

Deep Phreatic Thermal Explorer:

Robotic Exploration, Mapping, and Life Search at the
World's Deepest Cenote



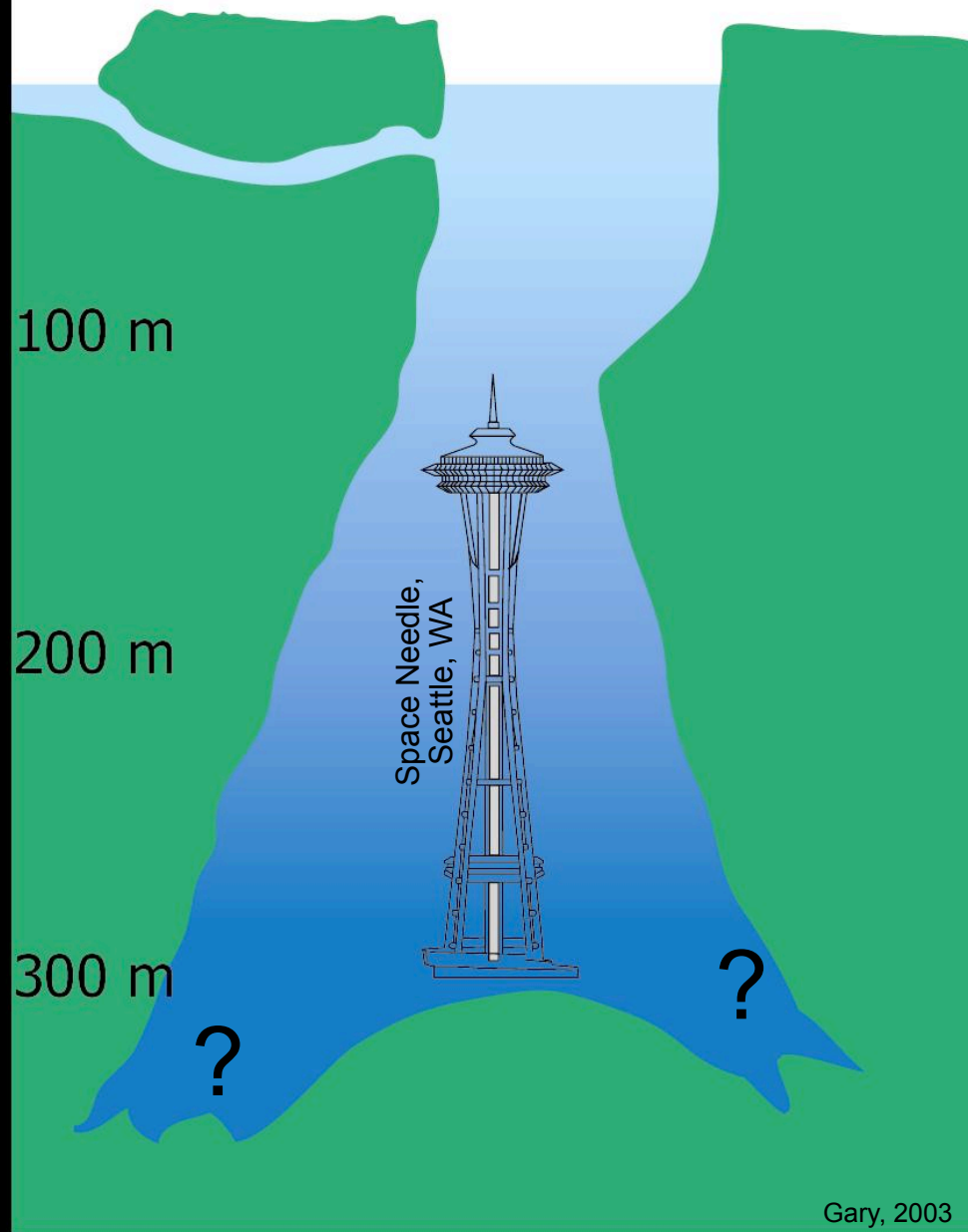
Zacatón

Max depth reached = 925 feet (280m)

Extent: unknown

Limits: Beyond Human Reach

Profile of Cenote Zacatón

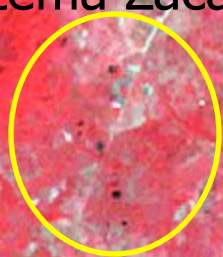


Hypothesized
Profile based
on limited
spatial data
(wire drop
sounding)

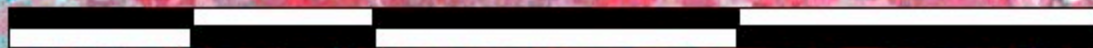


Sistema Zacatón

Pleistocene Volcanic Complex

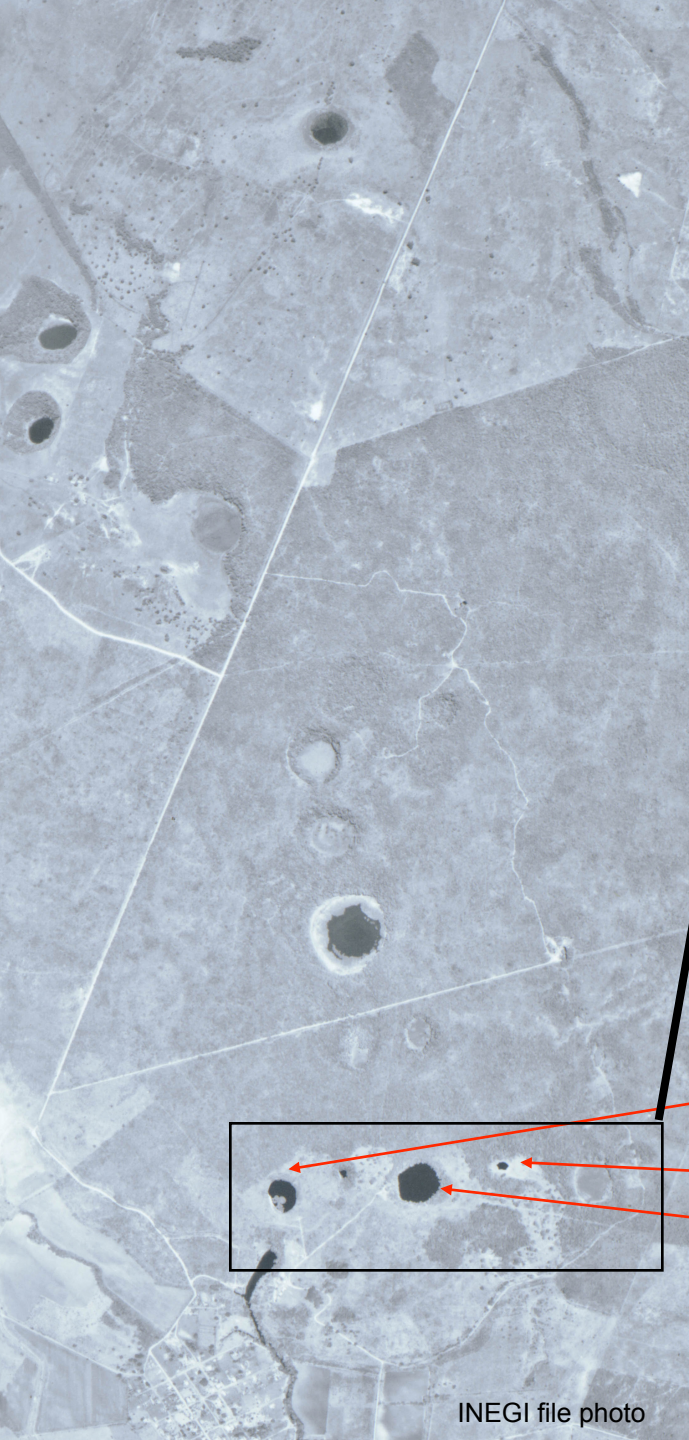


10 0 10 20 Kilometers

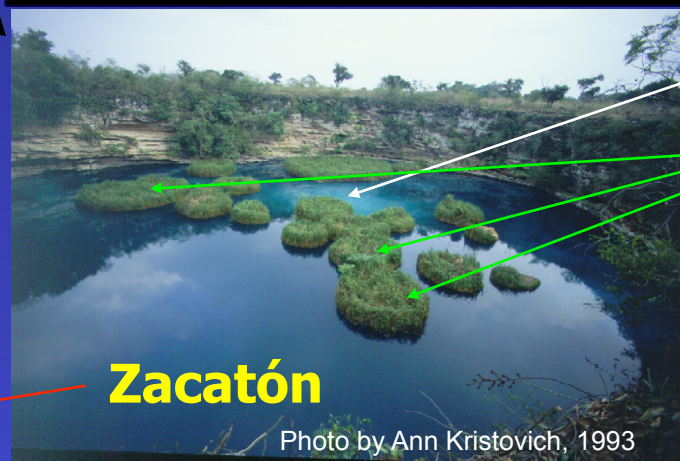
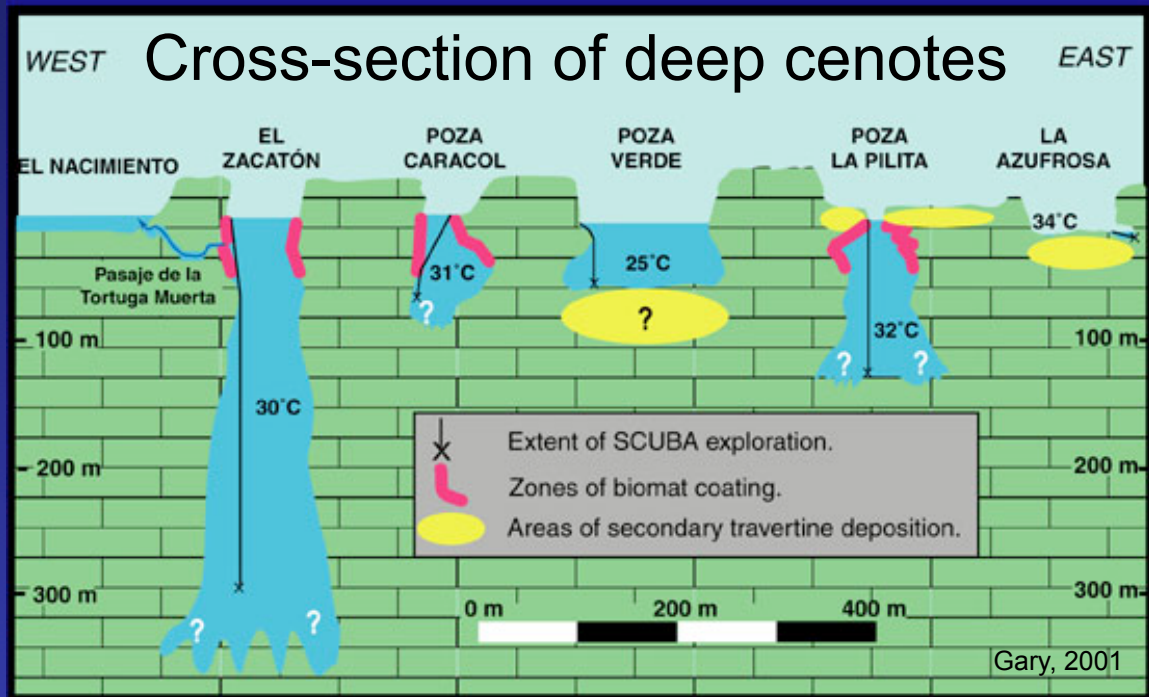


LANDSAT image, 1980





INEGI file photo



Zacatón

Photo by Ann Kristovich, 1993

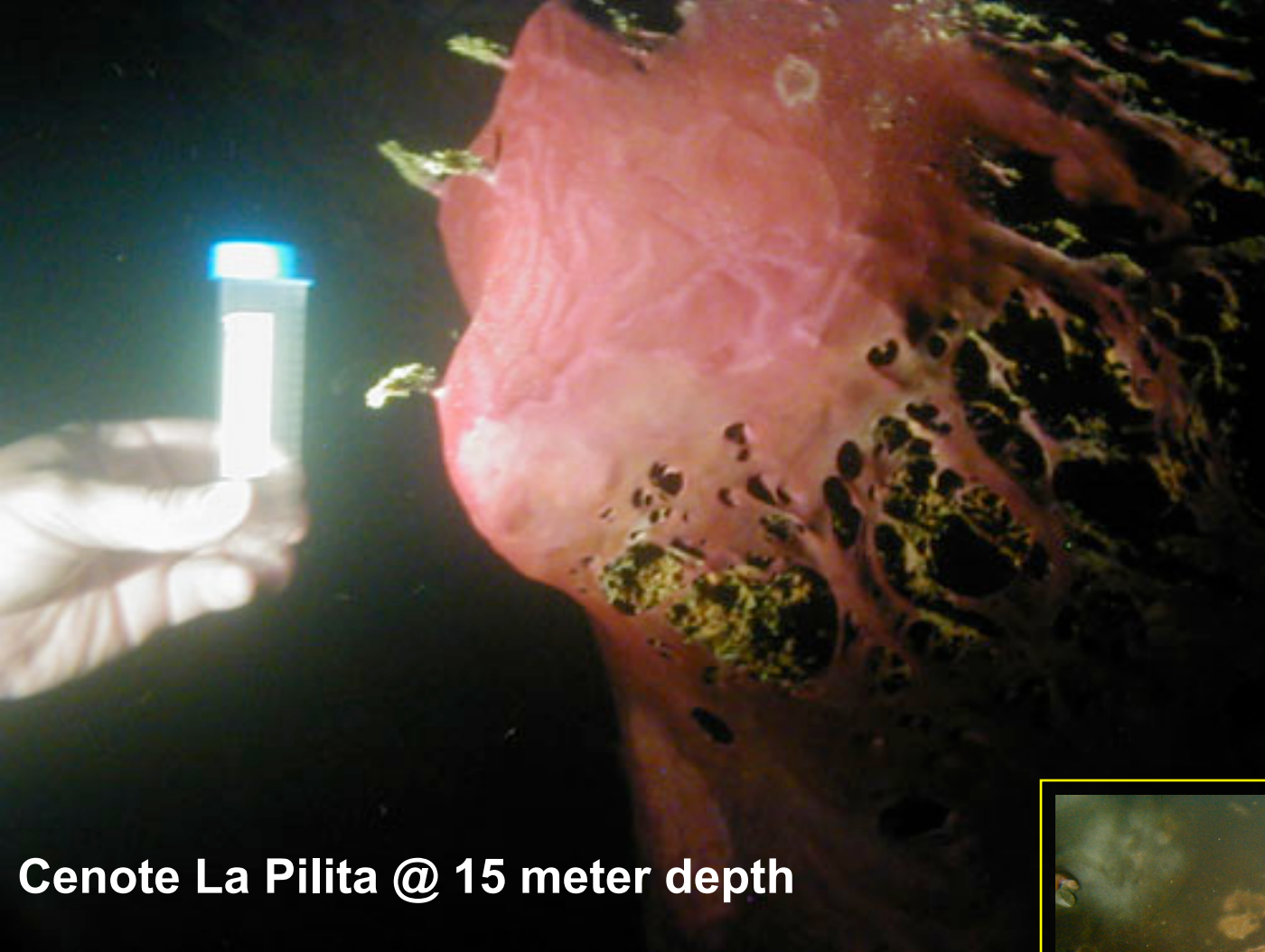
White sulfur clouds

Floating grass islands

La Pilita

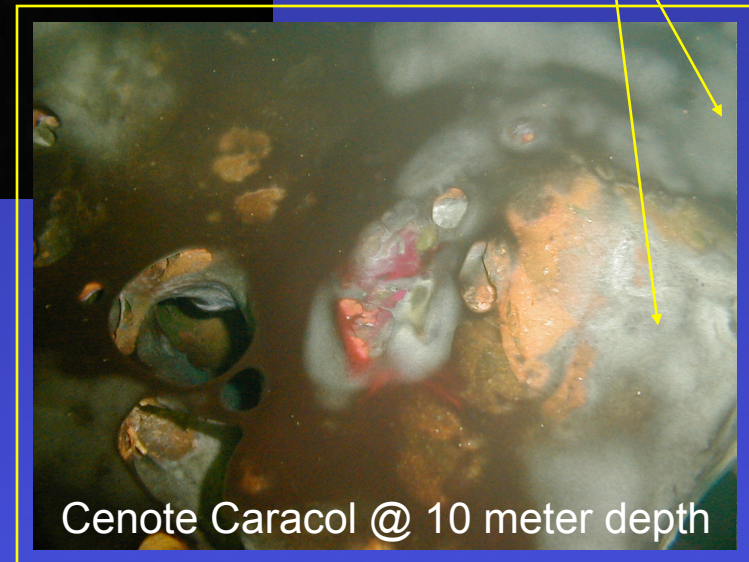
Verde

Photo by Bev Shade, 1999



Complex microbial communities have yet to be investigated

Apparent colloidal sulfur on biofilm

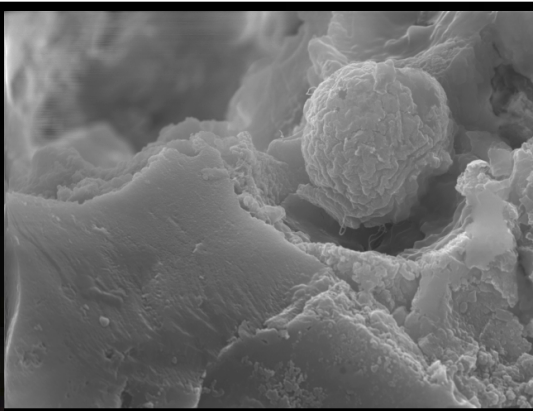


Cenote Caracol @ 10 meter depth

Cenote La Pilita @ 15 meter depth

PURPLE BIOFILM COATS WALLS OF DEEPEST SINKHOLES IN PHOTIC ZONES – H₂O is anoxic and sulfurous.

Biofilm covering subaqueous spar calcite in the cenote Caracol at a depth of 18 meters.



5 μ m

**Evidence of
microbial-mineral
interaction imaged
from calcite
beneath biofilm**

Building DEPTHX: heritage-proven technology

**ENVIRONMENTAL
SENSOR SUITE
(TOP BAY)**
[INCLUDES TEMPERATURE,
DEPTH, POWER ON/OFF,
AND DATA PORT]

**32-POINT HELICAL
SONAR ARRAY**
[INCLUDES 5 DSP PROCESSORS
AND DIGITAL I/O PORT; MAX
UPDATE RATE 12 HZ, ENTIRE BANK,
REAL-TIME RANGE GATING &
MULTI-PATH REJECTION]

**MAIN SENSOR
INTEGRATION COMPUTER
STACK [INCLUDES PC
SERIAL INTERFACE]**

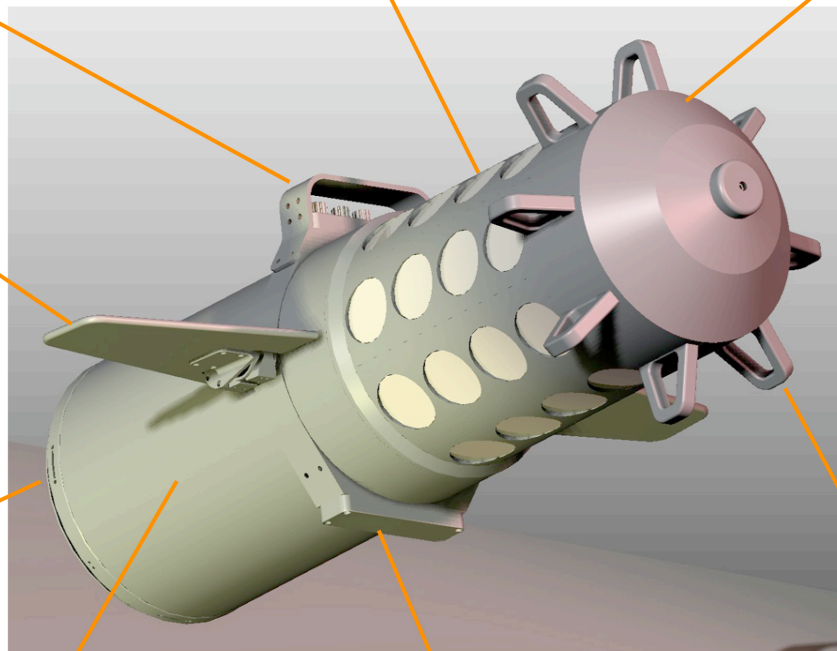
**PITCH / ROLL
DIVE PLANES
(SERVO-CONTROLLED)**

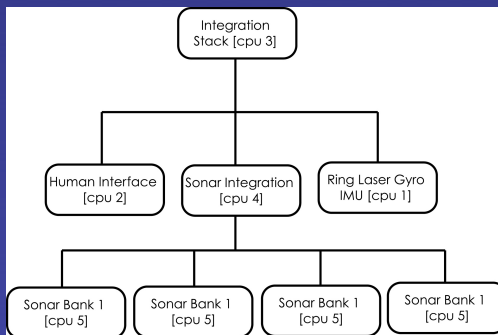
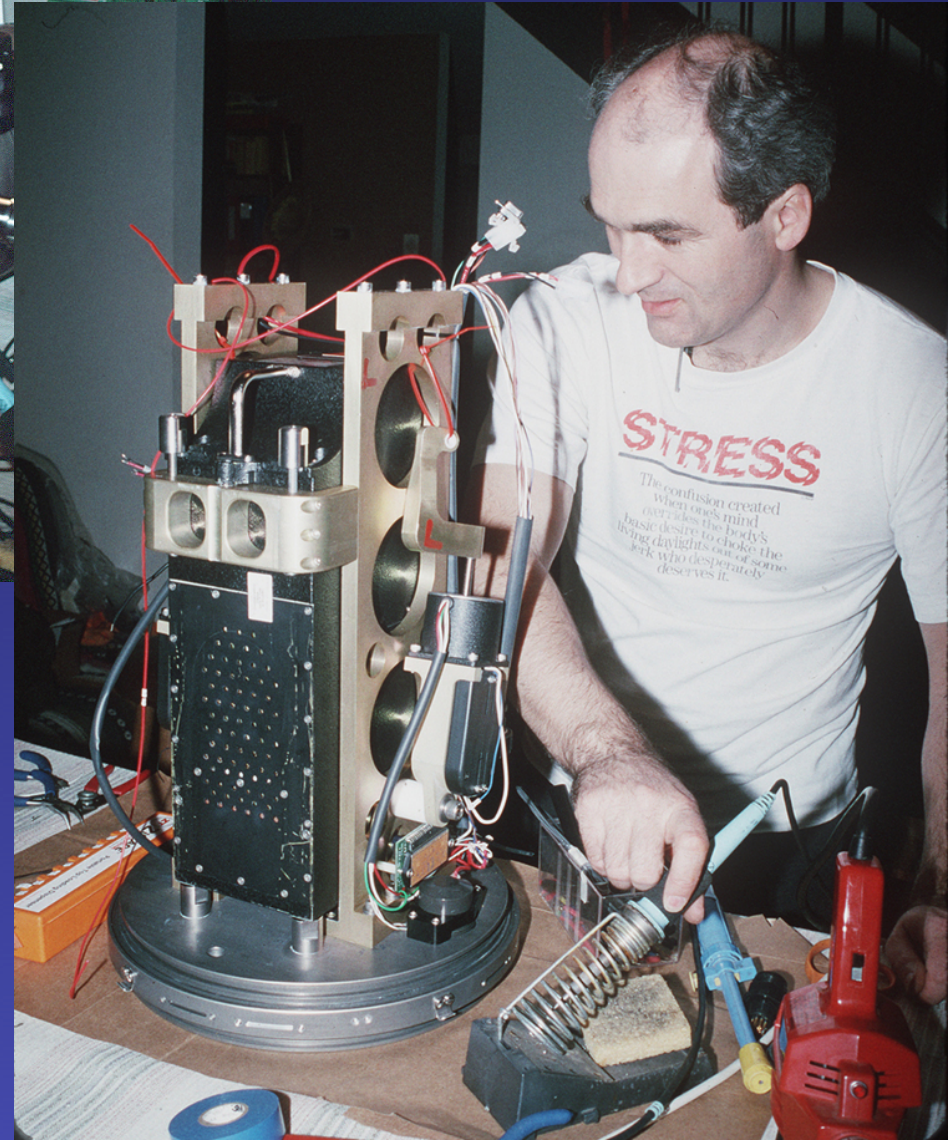
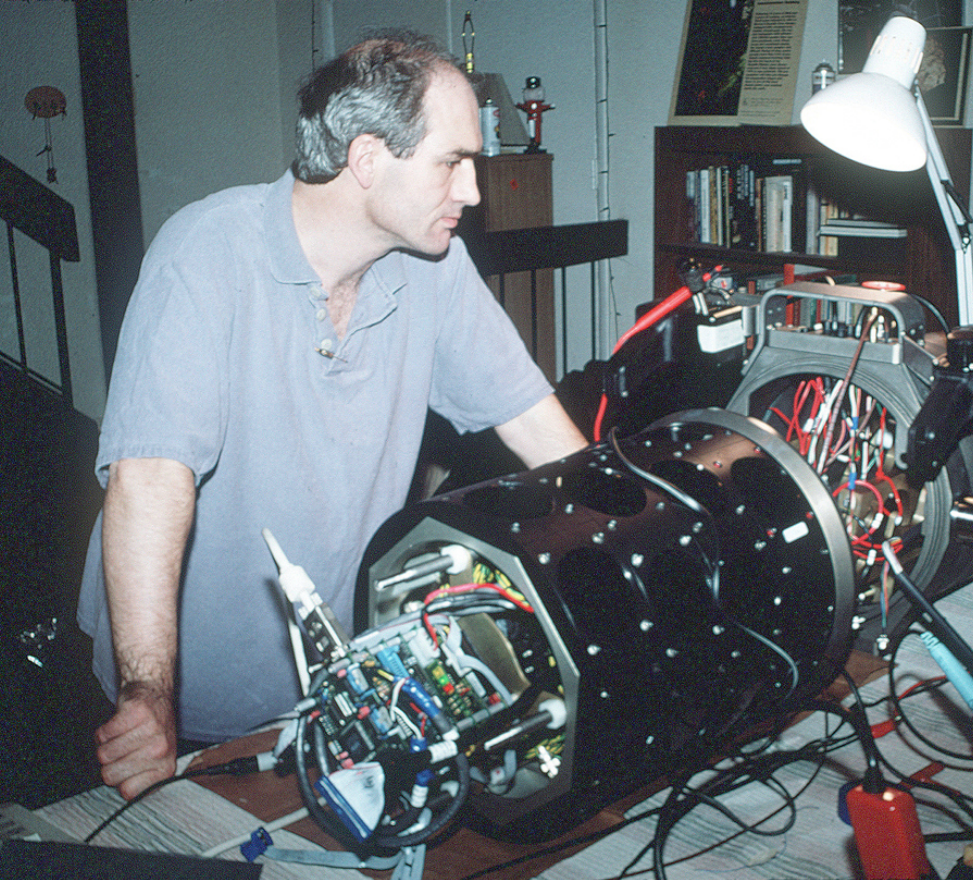
**POWER
SUPPLY
AND
PROPULSION
BULKHEAD**

**INERTIAL MEASUREMENT
UNIT (IMU). INCLUDES HIGH
GRADE RING LASER GYRO,
POSITION, VELOCITY, ROLL,
AND RATES, DIGITAL I/O AT
66 HZ UPDATE]**

**LOWER ENVIRONMENTAL
SENSING BAY (CURRENTLY
UN-USED)**

WALL DEFLECTORS





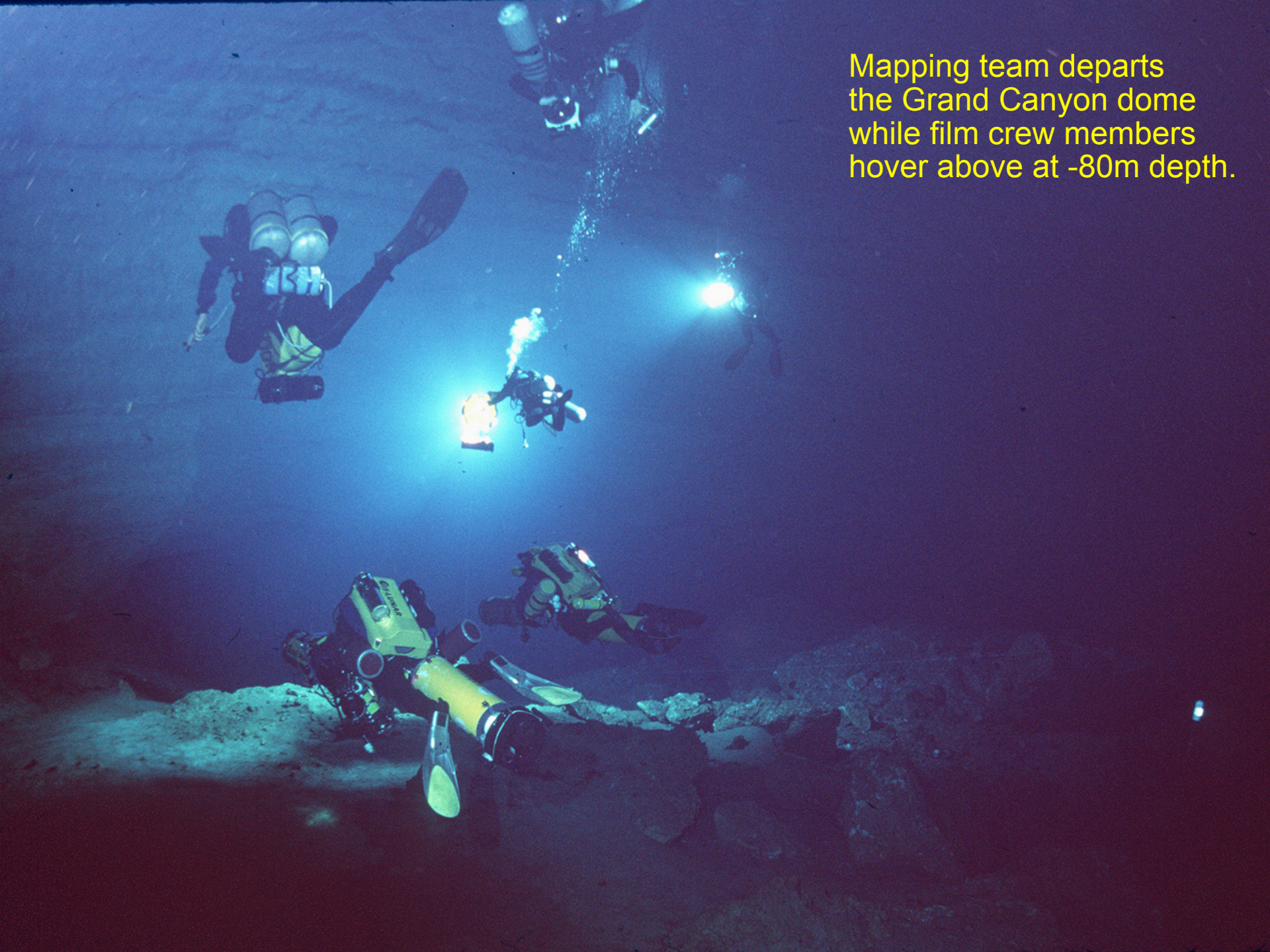
^^
**32-point
Sonar
Array**

RLG / IMU
>>

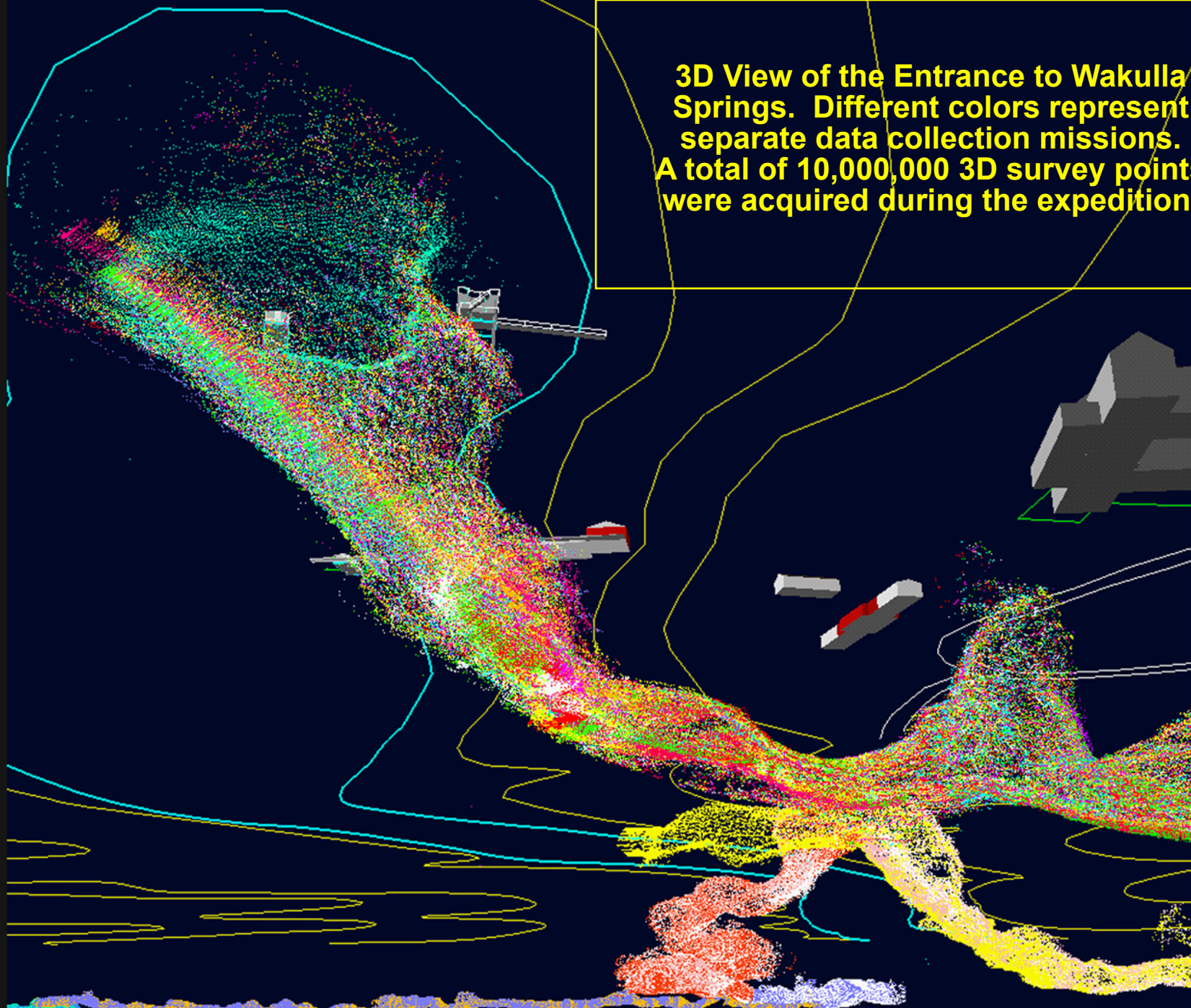
**Typical Mapping Mission at
Wakulla Springs. Lead diver, with
MK5 backpack, drives the 3D mapper.
Support diver carries extra propulsion
units. Personnel transfer capsule
waits at upper left for pressurized
recovery of dive team at -30m.**

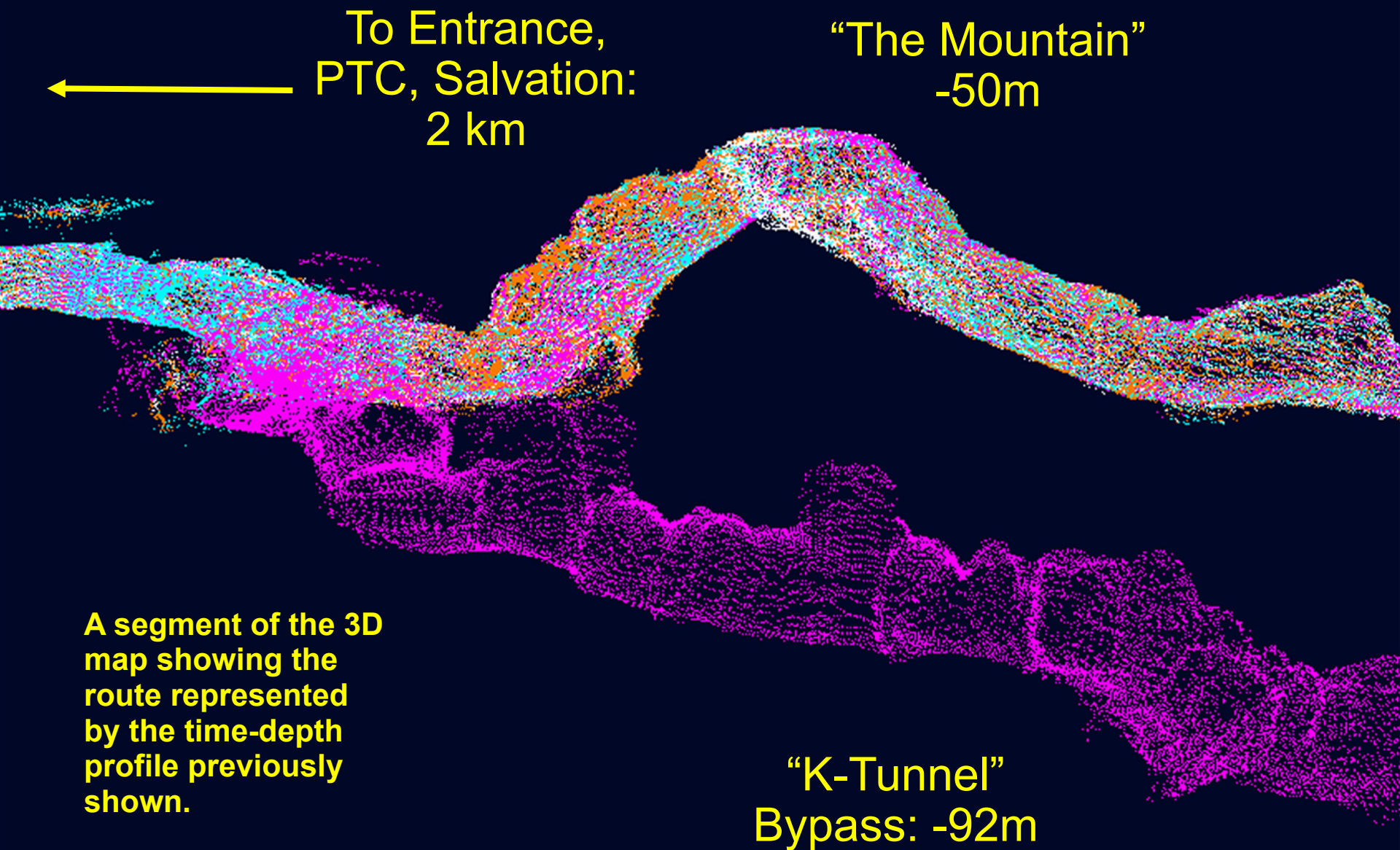


Mapping team departs
the Grand Canyon dome
while film crew members
hover above at -80m depth.



3D View of the Entrance to Wakulla Springs. Different colors represent separate data collection missions. A total of 10,000,000 3D survey points were acquired during the expedition.

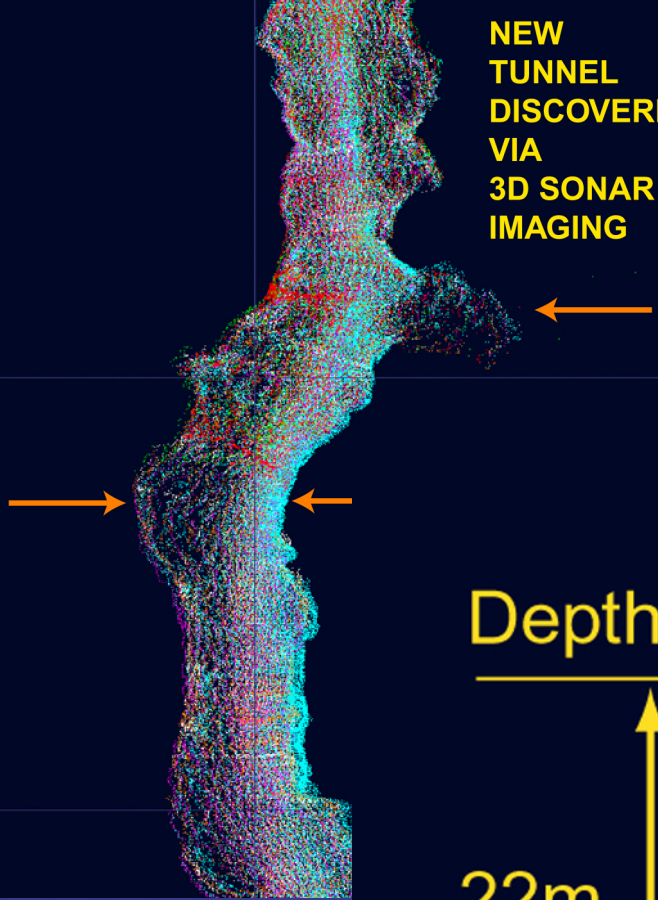




An aerial photograph of a forested area with a winding river. Overlaid on the map is a complex, multi-colored line representing a cave system. The line starts in the upper left, follows the river, and then branches out into a large, irregular shape in the center-right. The colors of the line include blue, purple, pink, yellow, and orange. A road runs diagonally across the middle of the image.

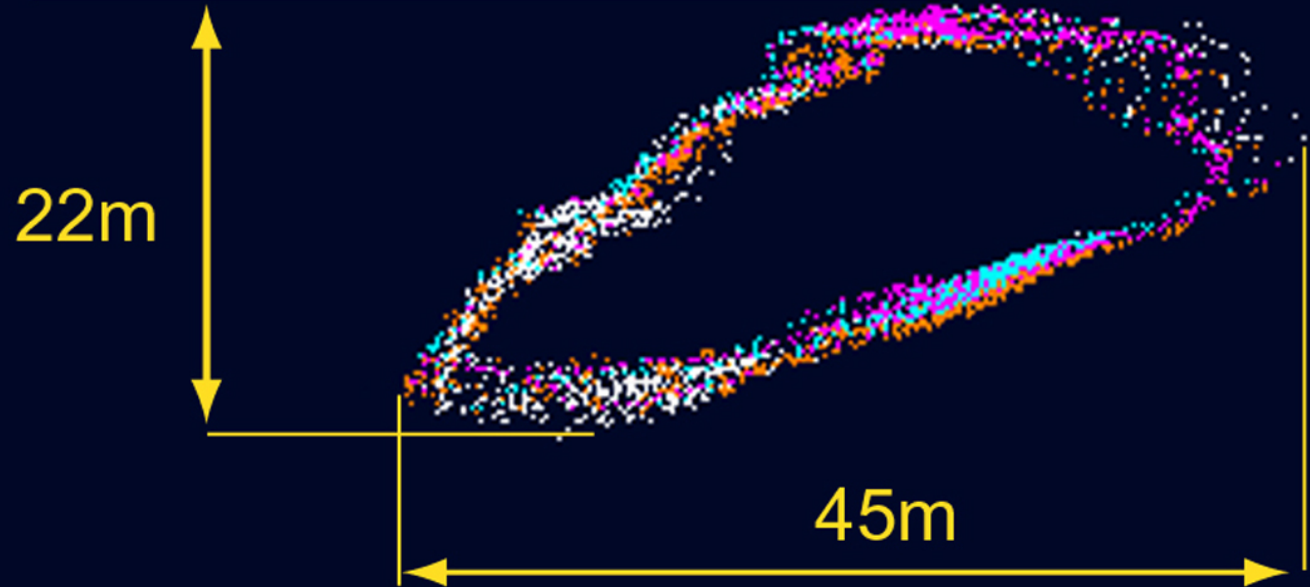
**Building the World's First 3D Cave Map:
The National Geographic Society Expedition to Wakulla Springs, Florida**

NEW
TUNNEL
DISCOVERED
VIA
3D SONAR
IMAGING



Registration of multiple mapping
missions through magnetic
induction waypoints: no such
waypoints will be available on
Europa

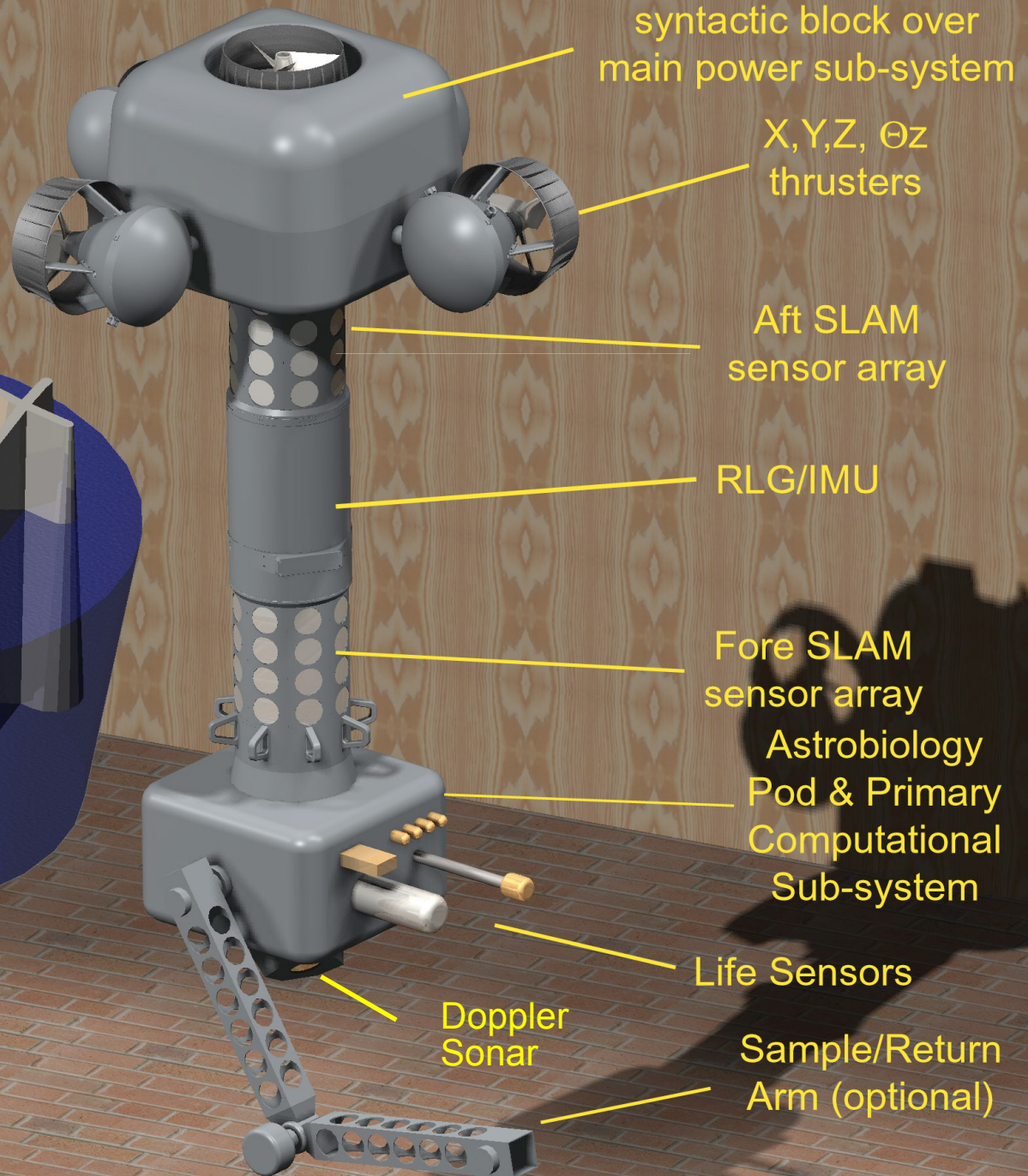
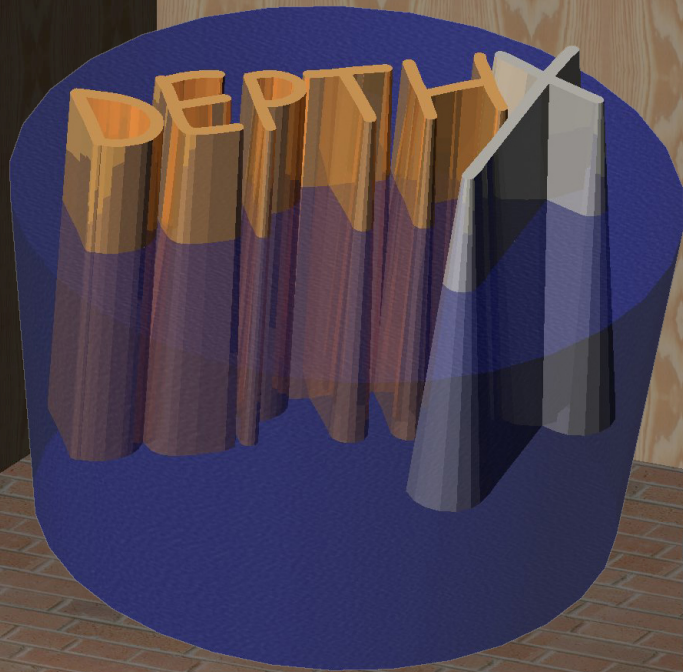
Depth = 42m



Mobility Platform: Phoenix LV



Initial Candidate Architecture



syntactic block over
main power sub-system

X,Y,Z, Θ_z
thrusters

Aft SLAM
sensor array

RLG/IMU

Fore SLAM
sensor array

Astrobiology
Pod & Primary
Computational
Sub-system

Life Sensors

Doppler
Sonar

Sample/Return
Arm (optional)

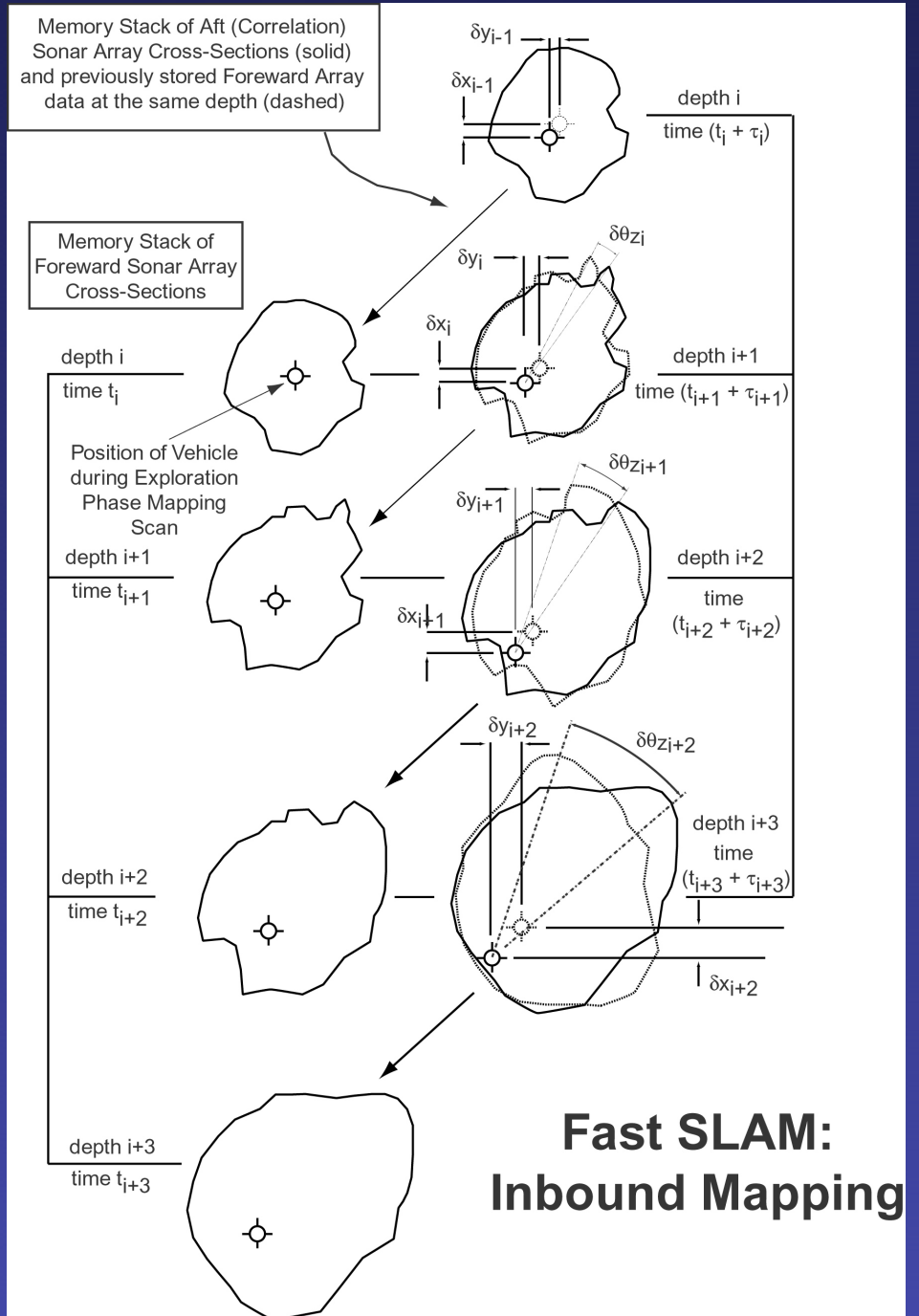
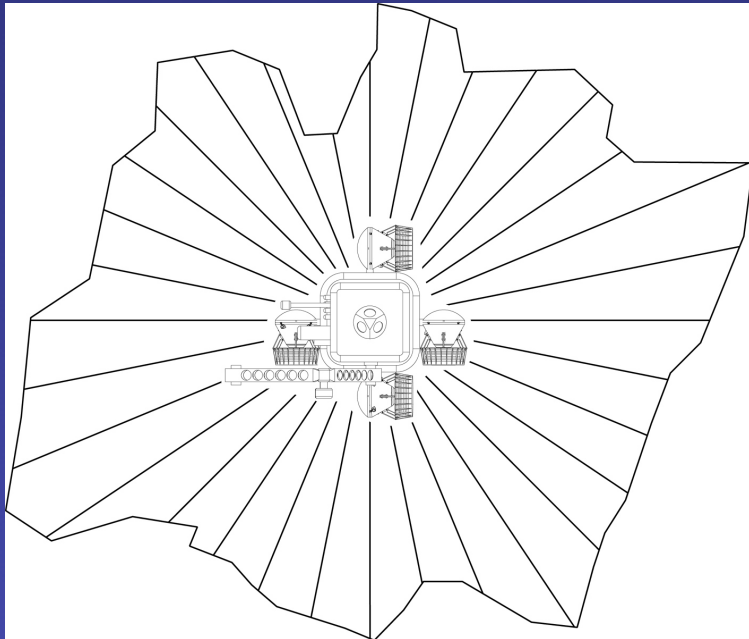
Map Building & Navigation:

SLAM

IMU/RLG

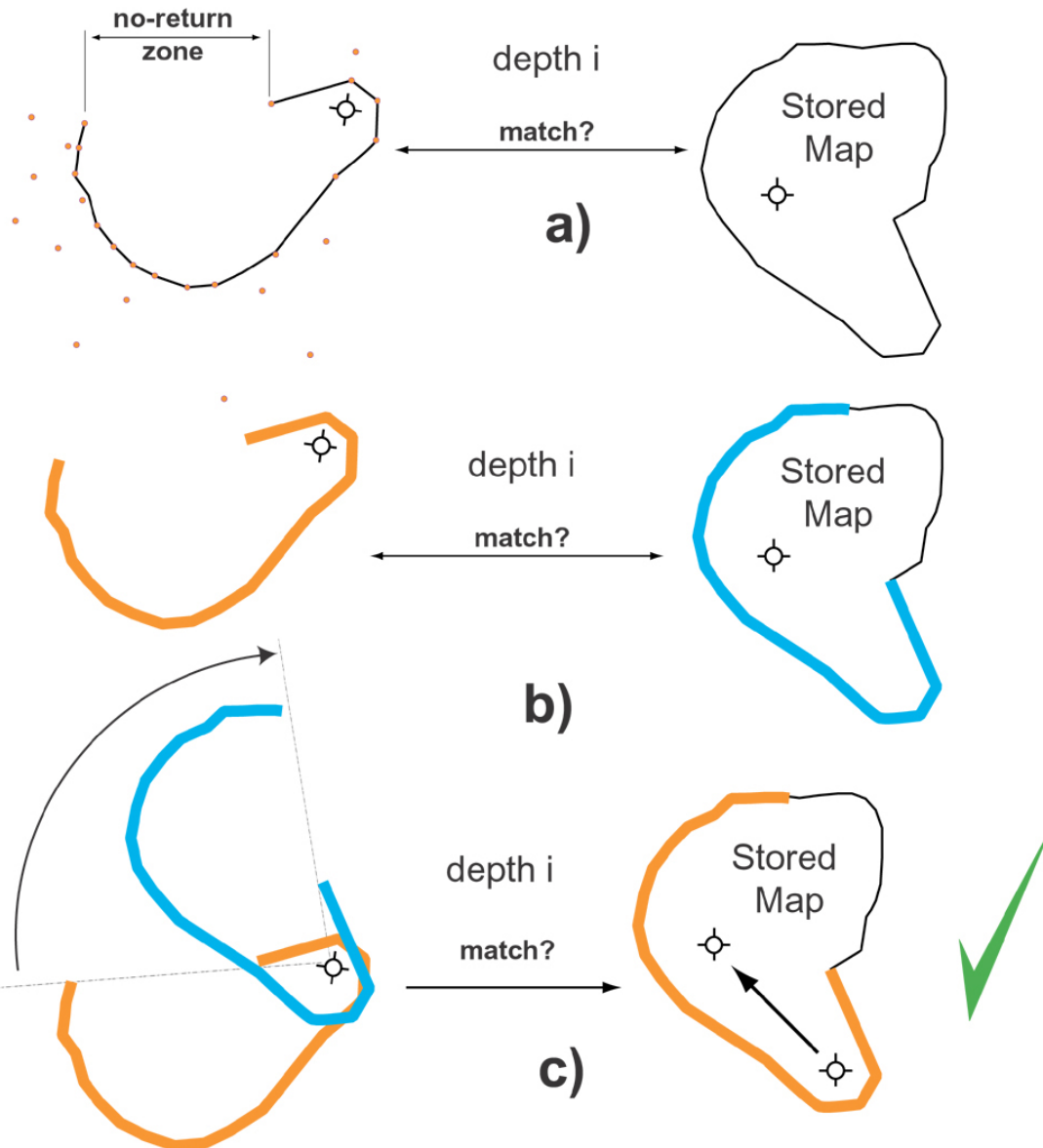
DOPPLER SONAR

Depth



Instantaneous Image
on Return (contains
noise, multi-path & no-returns)

Fast SLAM: Return Home



Return
Home:
SLAM
IMU/RLG
DOPPLER SONAR
Depth
vs
Stored
3D Map

System Executive



Research Plan: Year 1

- Define sensor arrays, maneuvering system, mission planning algorithms, “return home” algorithms, on-the-fly segment co-registration algorithms
- Begin development of a completely integrated simulation package that will allow the performance of the fully-autonomous DEPTHX vehicle to be ascertained within the framework of existing 3D cavern datasets (mainly those from Wakulla Springs).
- Astrobiology team will define the basis for autonomous lifeform detection and the sensor suite and real-time software that will be required to implement it.

Research Plan: Year 2

- Continue SLAM & System Executive Development
- Manufacturing, Integration, and lab-testing of DEPTHX vehicle
- Field testing of SLAM and mission execution in controlled settings (collaboration with UT Applied Research Lab – Lake Travis, or Wakulla Springs)
- Lab-testing of Life Detection and Sample Subsystem

Research Plan: Year 3

- Zacaton field campaign (3-4 months on site)
- Field Campaign Goals
 - § Autonomous mapping of unknown territory to -500m at 1,000m+ from entrance
 - § Ability to discriminate among biological control samples (collected prior to mission by divers)
 - § Autonomous Collection of novel lifeforms